

## KS3 Computing – Year 7

### Learning Intentions Summer Term 2

2024-2025

	LESSON 1
WEEK 33 wc 2 <sup>nd</sup> June	Understand what is meant by “event-driven” computer programming  Remember how to generate a random number in scratch
WEEK 34 wc 9 <sup>th</sup> June	Understand what a variable is  Understand how computer make decisions (IF Statements)
WEEK 35 wc 16 <sup>th</sup> June	Remember what we have learnt so far – event driven programming, random function, variables and IF statements
WEEK 36 wc 23 <sup>rd</sup> June	Understand what a GUI is  Understand how to create and use more than one variable to hold data
WEEK 37 wc 30 <sup>th</sup> June	Understand how to change the appearance of a variable
WEEK 38 wc 7 <sup>th</sup> July	Understand how to use the motion scripts to animate a sprite
WEEK 39 wc 14 <sup>th</sup> July	Students will be able to reflect on the year’s learning and retrieve key knowledge and understanding.